

## CLAIMS

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1. ~~An on-demand method of entertaining a user using an entertainment device comprising the steps of:~~  
~~providing graphics-based games with user interaction with the entertainment device;~~  
5       ~~monitoring a remote broadcast of compressed movie data;~~  
~~receiving the compressed movie data;~~  
~~storing the received compressed movie data in the entertainment device;~~  
~~providing the operator with a plurality of choices corresponding~~  
10   ~~to stored movie data;~~  
~~receiving a user input designating a movie choice representing one of the choices corresponding to stored movie data;~~  
~~using the stored movie data corresponding to the designated movie choice to play a movie for the user.~~
- 15       2. The method of claim 1, also comprising the step of receiving in the entertainment unit, from the user, a criteria indicating desired types of movies, wherein the step of storing the received compressed movie data stores  
~~only that compressed movie data meeting the criteria.~~

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3. An on-demand method of entertaining a user using an entertainment device comprising the steps of:

- 5 providing a conventional entertainment to the user;  
monitoring a remote broadcast of for-demand entertainment data;  
receiving the for-demand entertainment data;  
storing the received for-demand entertainment data;  
providing the operator with a selection of choices corresponding to stored for-demand entertainment data;  
receiving a user input designating an entertainment choice  
10 representing one of the choices corresponding to stored for-demand entertainment data;  
using the stored for-demand entertainment data corresponding to the designated entertainment choice to provide entertainment to the user.

4. The method of claim 1, also comprising the step of receiving in the entertainment unit, from the user, a criteria indicating desired types of movies, wherein the step of storing the received compressed movie data stores only that compressed movie data meeting the criteria.

5. The on-demand method of entertaining a user of claim 2, wherein the step of monitoring the remote broadcast is carried out as a background function not apparent to the user.

6. The on-demand method of entertaining a user of claim 2, wherein the step of monitoring the remote broadcast is carried out when the user is not using the entertainment device.

7. The on-demand method of entertaining a user of claim 2, wherein the remote broadcast is transmitted through a satellite.

8. The on-demand method of entertaining a user of claim 2, wherein the for-demand entertainment data comprises a plurality of movies.

9. The on-demand method of entertaining a user of claim 2, wherein the for-demand entertainment data comprises a plurality of audio files.

10. The on-demand method of entertaining a user of claim 2, wherein the for-demand entertainment data comprises a plurality of user-interactive games.

11. An on-demand method for broadcast entertainment comprising the steps of:

broadcasting first entertainment in a format allowing real-time reception and playing of the entertainment;

5 broadcasting second entertainment in a format allowing  
 reception and disallowing real-time playing of the entertainment;  
 selectively receiving and playing the first entertainment for a  
 user;  
 selectively receiving and storing in a selectable storage library  
 10 the second entertainment;  
 selecting from the selectable storage library an item within the  
 second entertainment;  
 using the selected item from the storage library to entertain the  
 user.

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12. An on-demand system for entertaining a user comprising:  
 an entertainment device providing a conventional entertainment  
 to the user and a microprocessor-based system for monitoring a remote  
 broadcast of for demand entertainment data, receiving the for-demand  
 5 entertainment data, storing the received for-demand entertainment data,  
 providing the operator with a selection of choices corresponding to stored for-  
 demand entertainment data, receiving a user input designating an entertainment  
 choice representing one of the choices corresponding to stored for-demand  
 entertainment data, using the stored for-demand entertainment data  
 10 corresponding to the entertainment choice for to provide entertainment to the  
 user.

13. An on-demand system for entertaining a user comprising:  
 a game unit providing a conventional games to the user and  
 including a microprocessor-based system for monitoring a remote broadcast of  
 for-demand movie data, receiving the for-demand movie data, storing the  
 5 received for-demand movie data, providing the operator with a selection of  
 choices corresponding to stored for-demand movie data, receiving a user input  
 designating a movie choice representing one of the choices corresponding to

$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$